

SEGA™



SEGA SATURN

T-1215H

PUZZLE FIGHTER II

TURBO



CAPCOM®



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting SUPER PUZZLE FIGHTER II TURBO, an innovative new brain bender for the Sega Saturn that combines CAPCOM fighting action and mind-boggling fun. CAPCOM ENTERTAINMENT is proud to bring you this irresistible new addition to your video game library.

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

CAPCOM HINT LINE AND GAME COUNSELING

Hints are available:

1-900-680-CLUE (1-900-680-2583)

\$.79 per minute for 24-hr. pre-recorded information. \$.99 per minute for live Game Counselor assistance. From Canada: 1-900-677-2272 (\$1.25 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Standard Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

<http://www.capcom.com>

or

Compuserve: 76702.2710@compuserve.com

CAPCOM®

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway

Sunnyvale, CA 94086

© CAPCOM CO., LTD. 1996, 1997. ©CAPCOM U.S.A., INC. 1996, 1997 ALL RIGHTS RESERVED. SUPER PUZZLE FIGHTER II TURBO is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD. Security Program © SEGA 1994 all rights reserved. Sega and Saturn are trademarks of Sega Enterprises, Ltd. This game is licensed for use with the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM



QSound technology is protected by U.S. patent Nos. 5,105,462 and 5,208,860 and numerous foreign patents. QSound, Virtual Audio and the QSound logo are trademarks of QSound Labs, Inc.

Manual-Corey Tresidder; Translation-Tom Shiraiwa; Creative Services-Lisa Benson Villaseñor, Corey Tresidder; Product Marketing Manager-Todd Thorson; Marketing Coordination-Rich Smith; Package Design-Michi Morita; Manual Design-Studio Em; Special Thanks to Nate "Dogg" Williams, Justin Berenbaum and Robert Johnson.

PUZZLE FIGHTER II

TURBO™

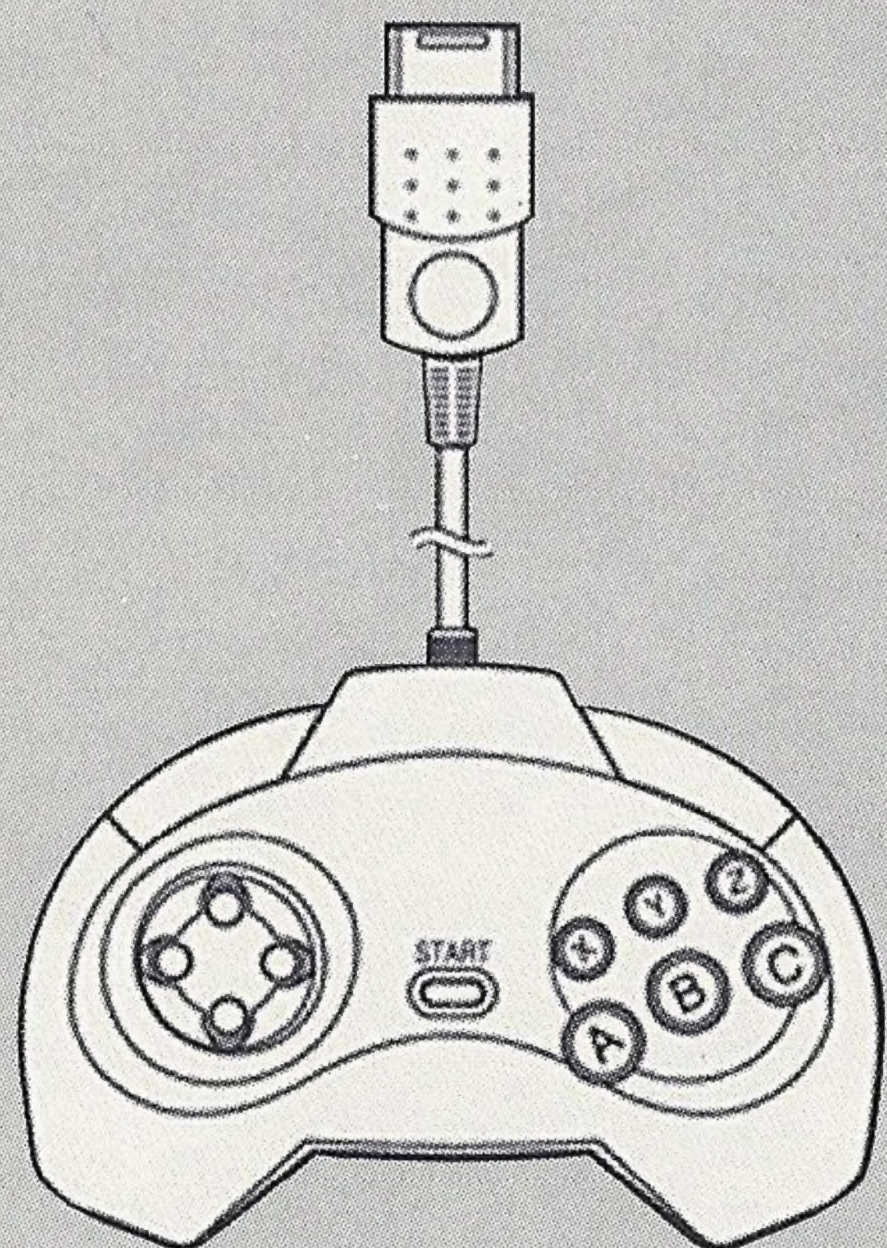
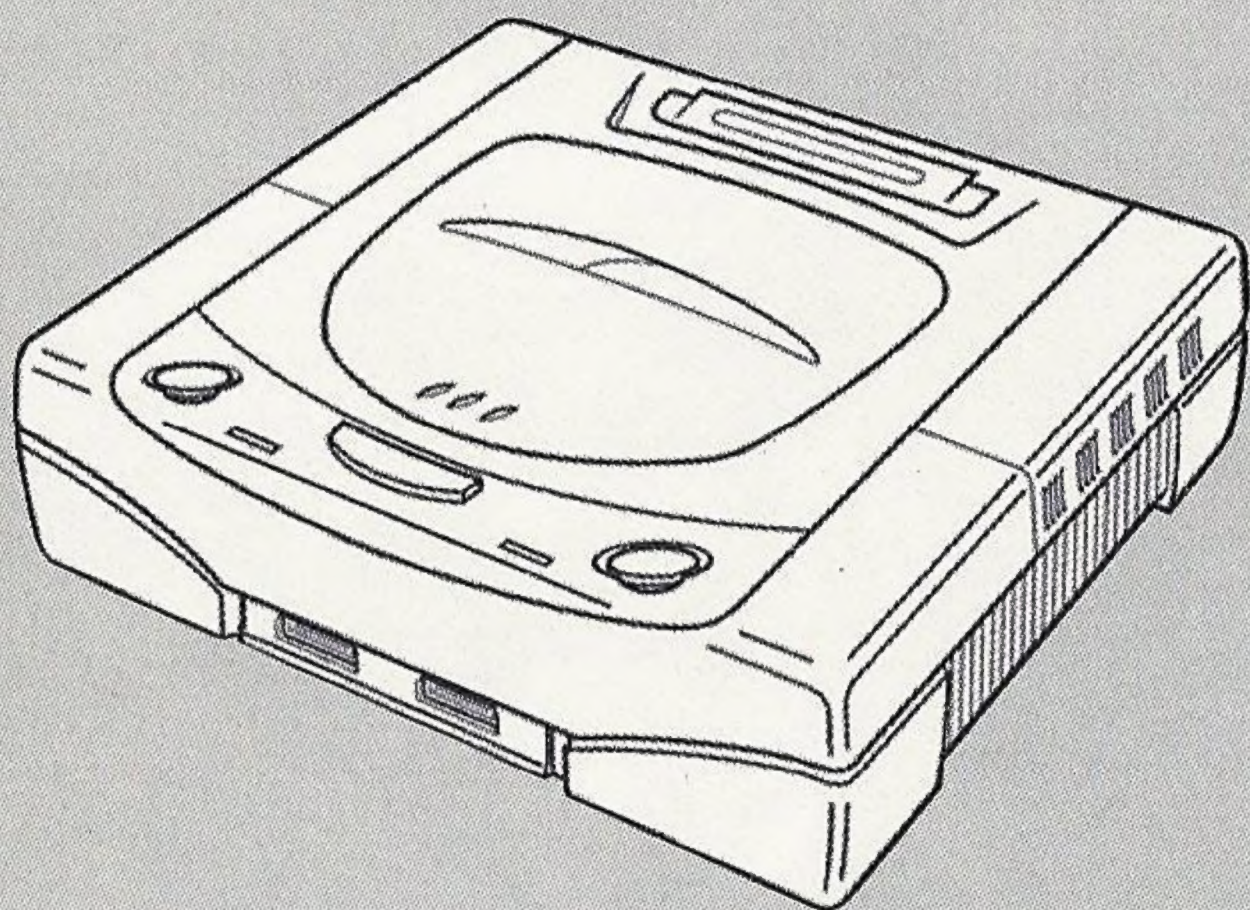
CONTENTS

Game Set-Up (SYSTEM DIAGRAM).....	2
Basic Controls (CONTROLLER DIAGRAM).....	2
HOW TO CATCH PUZZLE FEVER.....	3
Puzzle Fighter Rules.....	3
Gems	4
Screen Callouts	5
Game Modes.....	5
Arcade Mode	5
V.S. Mode	5
Training Demo	5
Street Puzzle Mode	6
Option Mode	6
Backup Data.....	6
Puzzle Warriors	7
Strategy Notes.....	15
CAPCOM Merchandise	16
Warranty	17



SATURN CONSOLE

Set up your Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the SUPER PUZZLE FIGHTER II TURBO disc and close the CD door. Insert game controllers and turn on the Saturn game console. Follow the on-screen instructions to start a game.



BASIC CONTROLS

Start Button	Starts Game Pauses Game Joins In For Second Player
Start, A or C Button	Select Item From Mode Select Screen
A, B or C Button	Opens Option Screen During Pause
B Button	Cancels Item In Menu
X, Y, Z Buttons	Selects Item In Menu
Directional Button	Highlights Game Mode (See Title Screen)
	Changes Settings (See Option Mode)
Start + A, B and C Buttons Simultaneously	Resets Game
During Gameplay:	
Directional Button ▼	Drops Gems Faster
Directional Button ◀ or ▶	Moves Gems Left or Right
A Button	Rotates Gem Counter-Clockwise
B Button	Rotates Gem Clockwise
C Button	Taunts Opponent (Once Per Round)
L Button & R Button	Not Used

HOW TO CATCH PUZZLE FEVER

Just when the battle was heading towards a complete free-for-all, the Puzzle War breaks out and you're cast into the conflict to drown your opponent in gems. CAPCOM's awesome new puzzler has rules so basic and play that's so catchy and fun you can't help but get hooked. Beat your opponent to the punch by stacking gem after gem on their side of the screen. Use the special Crash Gem to break gems on your side and drop them on your weary foe. Fill your enemy's side before they do the same and KO! You win.

Puzzle Fighter Rules

Each round will drop two attached gems from the top of the screen to the bottom. Arrange the gems strategically to prepare for the drop of a round Crash Gem. Touch a Crash Gem to a gem of the same color then all the gems of that color that are linked vertically and horizontally to that gem will break.

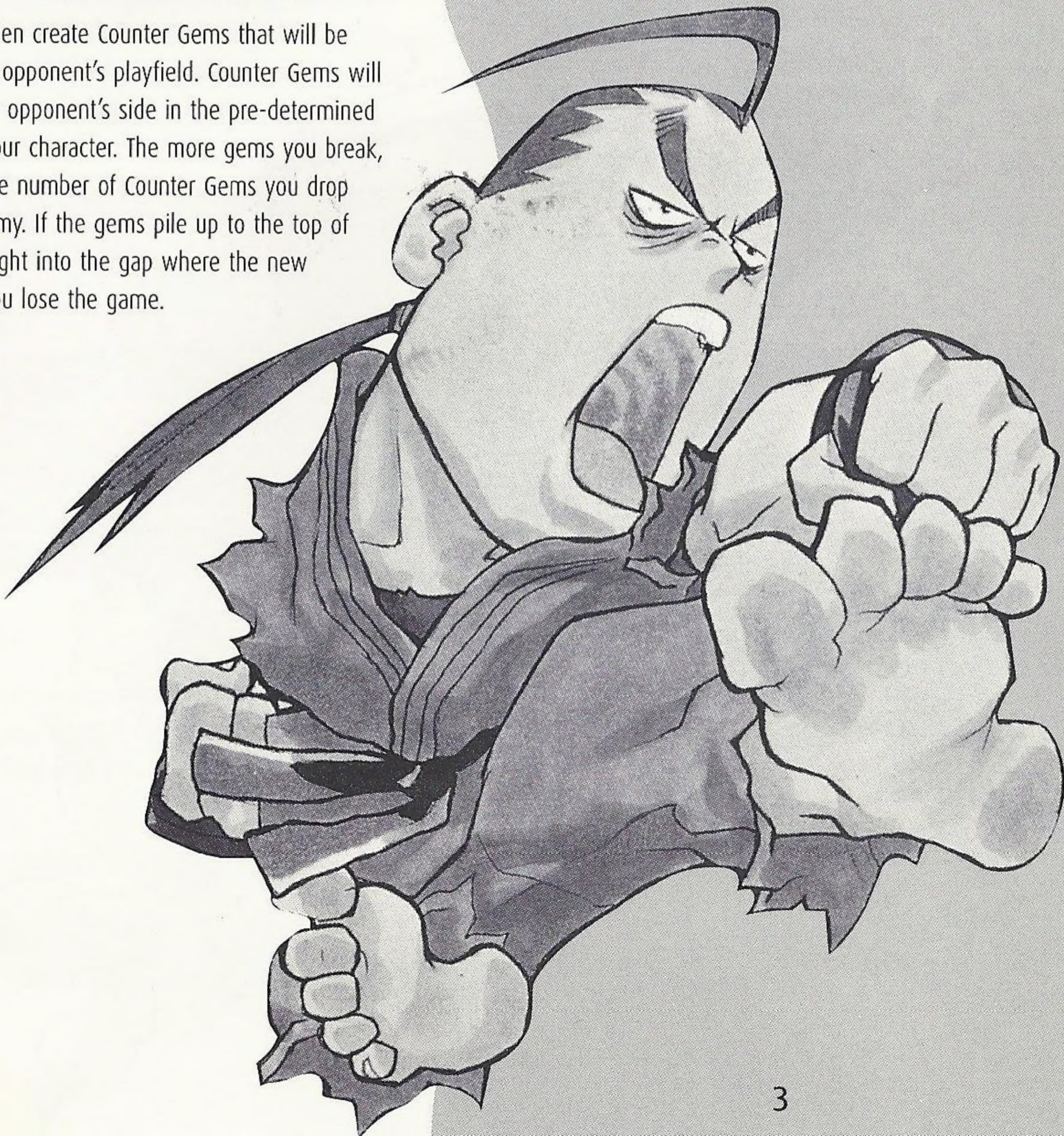
These will then create Counter Gems that will be sent to your opponent's playfield. Counter Gems will land on your opponent's side in the pre-determined pattern of your character. The more gems you break, the larger the number of Counter Gems you drop on your enemy. If the gems pile up to the top of the screen right into the gap where the new gems fall, you lose the game.

- In Arcade Mode (vs. CPU only) each match is 1 round.
- VS. Mode (2 Player) is a 3-round match.
- Change the number of rounds for Arcade and VS. Mode in the Option Mode.
- Street Puzzle Mode is 1-Player only (see page 6).
- Each round of gems that falls is previewed at the top of the screen.
- Win Icons will appear as you win rounds. In Street Puzzle Mode you can win special Icons.
- Warning Messages appear to let you know how many Counter Gems are about to drop on you. Here is the key to the messages:

CAUTION.....1-10 Counter Gems

WARNING.....11-30 Counter Gems

DANGER31 or more Counter Gems



GEMS

Normal Gems

These are the regular gems that fall round by round at the top of the screen. Counter Gems turn into Normal Gems after the number of rounds indicated by the gem have fallen.

Power Gems

When 4 or more like-colored Normal Gems are placed together in a block they form large Power Gems. These gems can be as big as you can make them. Use a Crash Gem or Rainbow Gem to break Power Gems and drop many Counter Gems on your opponent while increasing your score.

Crash Gems

The round gems are known as Crash Gems. When dropped on a gem of the same color, the Crash Gem will break. Try to link lines of same-colored gems to create a huge chain-reaction of broken gems. This will drop lots of Counter Gems on your opponent.

Counter Gems

Counter Gems fall on you or your opponent in a pattern based on your character (see Puzzle Warriors, pages 7-14). A Counter Gem has a colored number

inside that will count down as each new round of gems falls. Normal Counter Gems start at 5 but once they reach 0 they become Normal Gems of the color indicated by the number. You can destroy Counter Gems before they fall on you by counter-attacking with Counter Gems of your own. Break a Crash Gem or Rainbow Gem on as many Normal Gems as you can and the number of Counter Gems about to drop will be reduced. Counter Gems that still drop after some are countered start with a number 3. Drop a Crash Gem paired with a Normal Gem of the same color, and any Counter Gem that comes into contact with them will be destroyed no matter the color of the Counter Gem.

Rainbow Gems

The diamond-shaped Rainbow Gems will break all the same colored gems as the one you land with the Rainbow Gem. The gems that break do not need to be attached to a like-colored gem in order to break. The amount of Counter Gems dropped on your opponent is reduced when using a

Rainbow Gem as compared to breaking the same amount of gems with a Crash Gem. Thus Rainbow Gems should be used primarily to get out of a tough spot as opposed to a powerful attack method.

GAME MODES



There are 3 modes of play, 2 setup modes and a TRAINING DEMO for SUPER PUZZLE FIGHTER II TURBO. Press **START** during the introduction to jump to the title screen. Press **START** again to bring up the Mode Select screen. Use the Directional Button to highlight a mode then press **START**, **A** or **C** to select it.

Note: The Goodies Menu will appear only if you have won a prize in Street Puzzle Mode.



ARCADE MODE

Select this mode to play against the computer. Each match is 1 round, but you can change the number of rounds in OPTION MODE. Choose the initial level of difficulty from:

- EASYDefeat 3 opponents
- NORMALDefeat 8 opponents
- HARDDefeat 8 extra-difficult opponents

After choosing difficulty, select your character. Press **A**, **B**, **C**, **X**, **Y** or **Z** to select items in this menu. Press any of the previous buttons again to begin play. At any time during gameplay press **START** on Controller #2 to join in with a second player.

V.S. MODE

V.S. MODE is the classic 2-player contest. After selecting this mode from the MODE SELECT menu, you will be presented with the character select screen. Select a character then you will see the Handicap screen appear. Adjust the difficulty from 5 different gem drop rate levels. The higher the number the faster the gems will drop. After each match you can change your character and review the result screen.

TRAINING DEMO

This mode allows you to study gameplay. This is a self-running demo which shows you how to play. Pick up some pointers here to improve your skill at Super Puzzle Fighter II Turbo. Press **START**, **A**, **B**, or **C** at any time during the demo to return to the MODE SELECT menu.

STREET PUZZLE MODE

Fun and prizes abound with the Street Puzzle Mode. There are a number of secret options available here, and to see these features you must play to win. Fight the computer in a 1 round match, and if you win, you take home the prize!

Highlight the Street Puzzle Mode from the Mode Select screen using Controller #1 and press START, A or C to select it. Next highlight a character you want to use and press A, B, C, X, Y or Z. Select EXIT to return to the Mode Select screen.

After selecting your character you can pick the prize you will play for. Highlight the prize and press A, B, C, X, Y or Z. You will fight one round of intense puzzle action. Difficulty, damage level, game speed and CPU Round are constant in Street Puzzle Mode. If you lose, you will return to the Street Puzzle Mode character select screen. If you win, you will see on-screen how to use the prize.

After you win your first prize, the "Goodies" menu will appear on the Mode Select Screen. This menu shows you the prizes you have won and how to use them. You will lose these items if you do not save before you quit.

Note: Some prizes will add options to the Mode Select screen. Battle tough on the street to find out all the secrets!

OPTION MODE



To adjust your options highlight OPTION MODE from the Mode Select screen and press **START, A** or **C**. Press the Directional Button **▲** or **▼** to highlight an option, then **◀** or **▶** to change the setting. Choose from:

- DIFFICULTY There are 8 levels to choose.
- DAMAGE LEVEL This determines the amount of Counter Gems that fall on your opponent. There are 4 levels.
- GAME SPEED Gems can fall at 1 of 4 different speed levels.
- CPU ROUND Change the number of rounds for a match against the computer between 1, 3 or 5.
- V.S. ROUND Change the number of rounds for a match in V.S. Mode between 1, 3 or 5.
- AUDIO Adjust your sound between Stereo and Mono depending on your sound system.
- BGM- Switch between Original and Remixed background music.
- CONTROLLER CONFIG Change the order of your action buttons.
- EXIT Back to Mode Select Screen.

PAUSE MENU

Press **START** to pause gameplay, then press **A** or **C** to bring up the Pause Menu. Then highlight one of the following options and press **START, A** or **C**:

- CONTINUE Unpauses game and returns to gameplay.
- CONTROLLER CONFIG Same as OPTION MODE.
- SCREEN ADJUST Changes the location of the game screen on your monitor. After selecting this, use the Directional Button to move the screen around. When finished, press **B** to return to the Pause Menu.
- QUIT Quits game and returns to the game title screen. Select Yes or No.

BACKUP DATA

Select BACKUP from the Mode Select screen and press **START, A** or **C** to bring up the Backup Menu. Highlight one of the following and press **START, A** or **C** to select it:

- SAVE DATA Saves the Hi-Score Ranking for Arcade Mode only, plus any items obtained in Street Puzzle Mode.
- LOAD DATA Loads data. Select CANCEL to return to Backup Data menu.
- EXIT Returns to Mode Select Screen.

THE PUZZLE WARRIORS

RYU

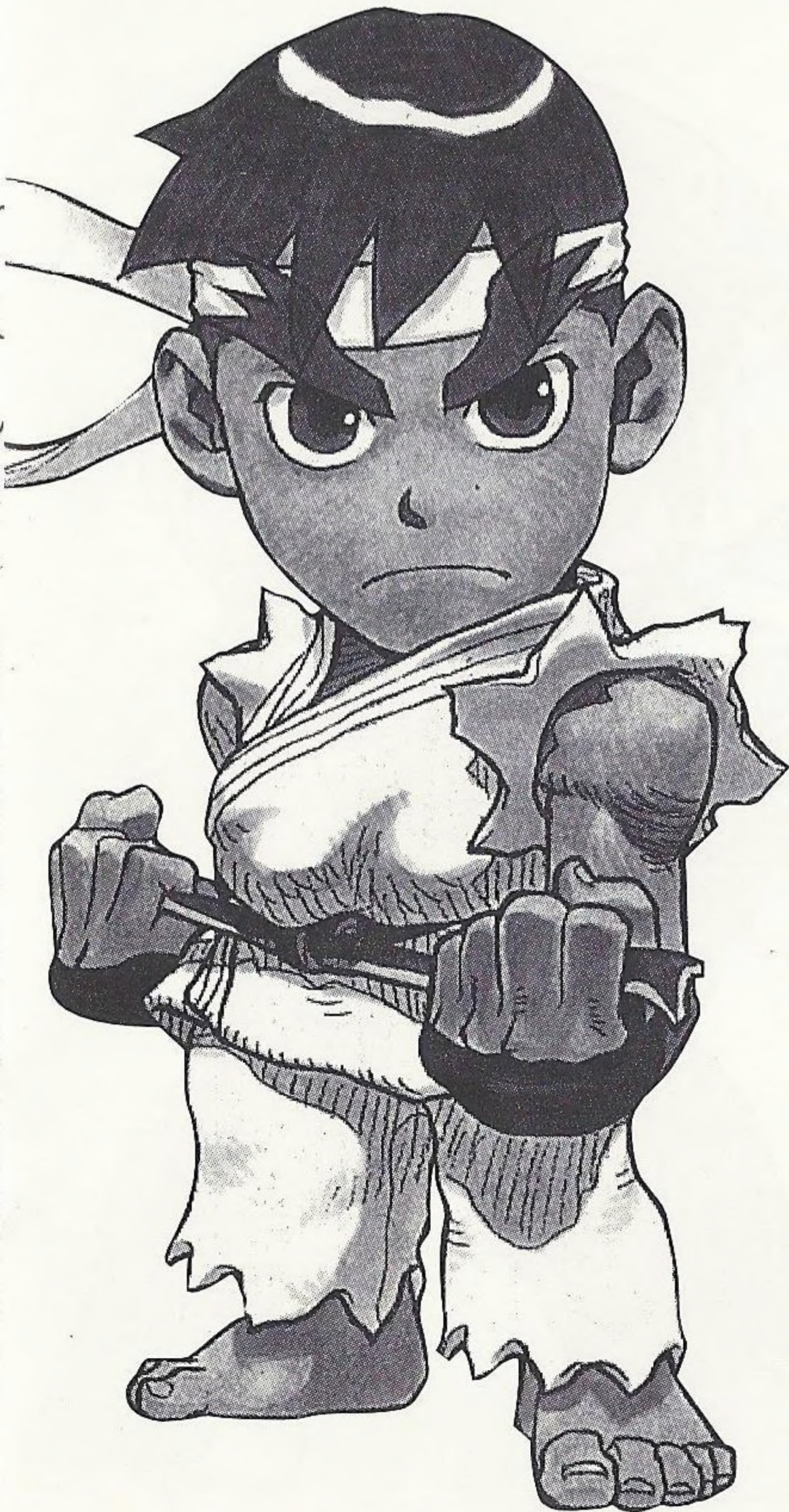
Ryu lives only for martial arts and searches for opponents stronger than he is. He travels the world to become a true warrior. Ryu respects strength and power, and does not care who his opponent is.

Drop Pattern:

R	G	B	Y	R	G
R	G	B	Y	R	G
R	G	B	Y	R	G
R	G	B	Y	R	G

Key:

R – Red
G – Green
B – Blue
Y – Yellow



1-11

TAUNT



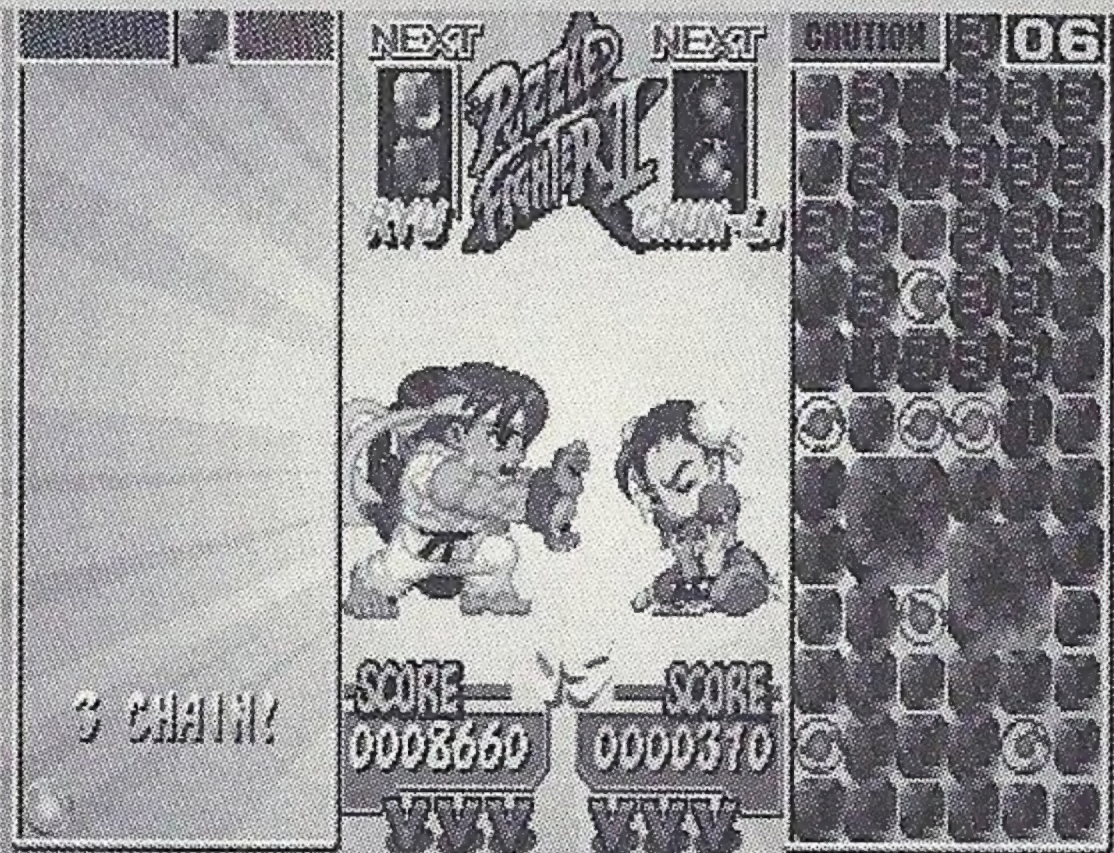
18-23

FIRE HADOKEN (2 HIT)



30 AND UP

SHINKU-HADOKEN (5 HIT)



1-11

TAUNT



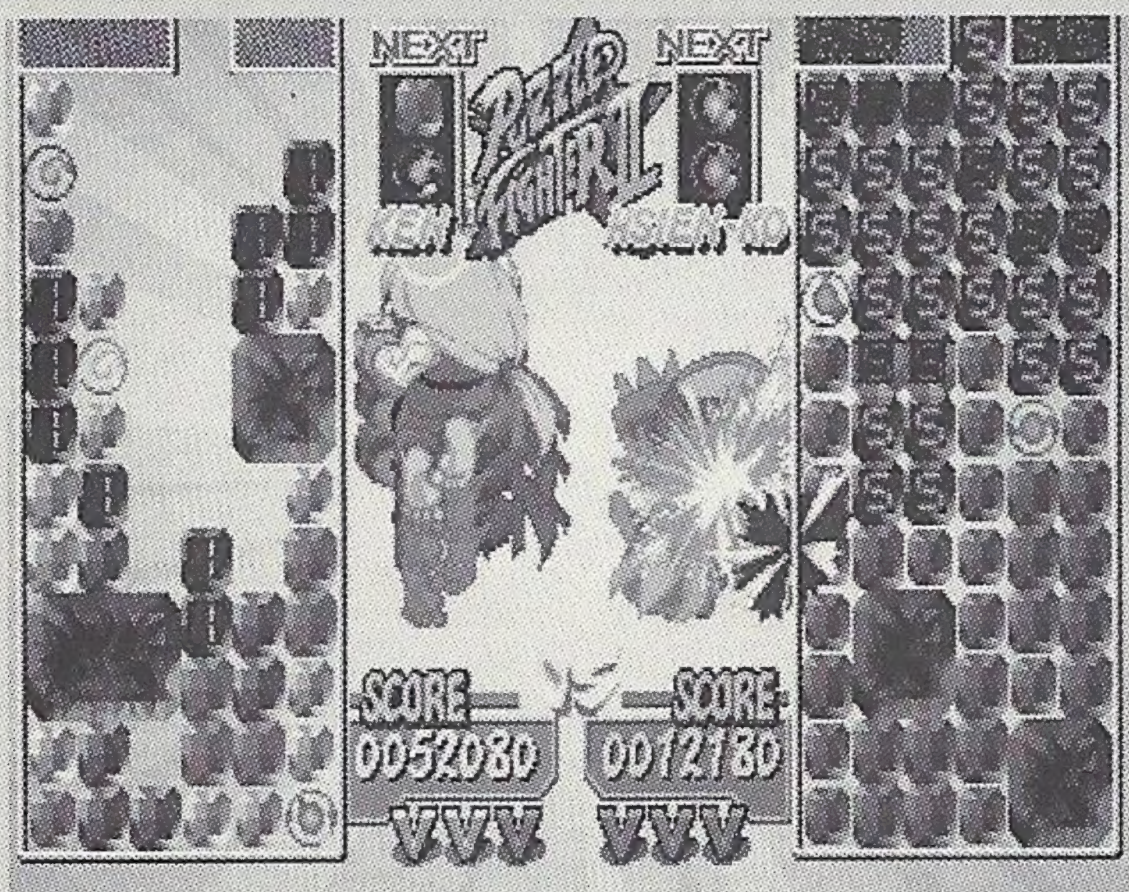
18-23

SHO-RYU-KEN (2 HIT)



30 AND UP

SHORYU-REPPA (5 HIT)



THE PUZZLE WARRIORS KEN

Ryu's training rival is out to make it clear once and for all who is the world's strongest warrior. Ken hears a rumor that Ryu is working to strengthen his mental power, so not to be outdone Ken steps into the puzzle ring. Ken is confident he is the one with greater brain power.

Drop Pattern:

Y	Y	Y	Y	Y	Y
B	B	B	B	B	B
G	G	G	G	G	G
R	R	R	R	R	R



THE PUZZLE WARRIORS

CHUN-LI

Chun-Li has strong feelings of revenge for the criminals that kidnapped her father. She can never forgive them for what they have done. Using her agile legs and sharp brain she continues her investigation to find her lost father.

Drop Pattern:

Y	Y	R	R	G	G
Y	Y	R	R	G	G
R	R	G	G	B	B
R	R	G	G	B	B



1-11

TAUNT



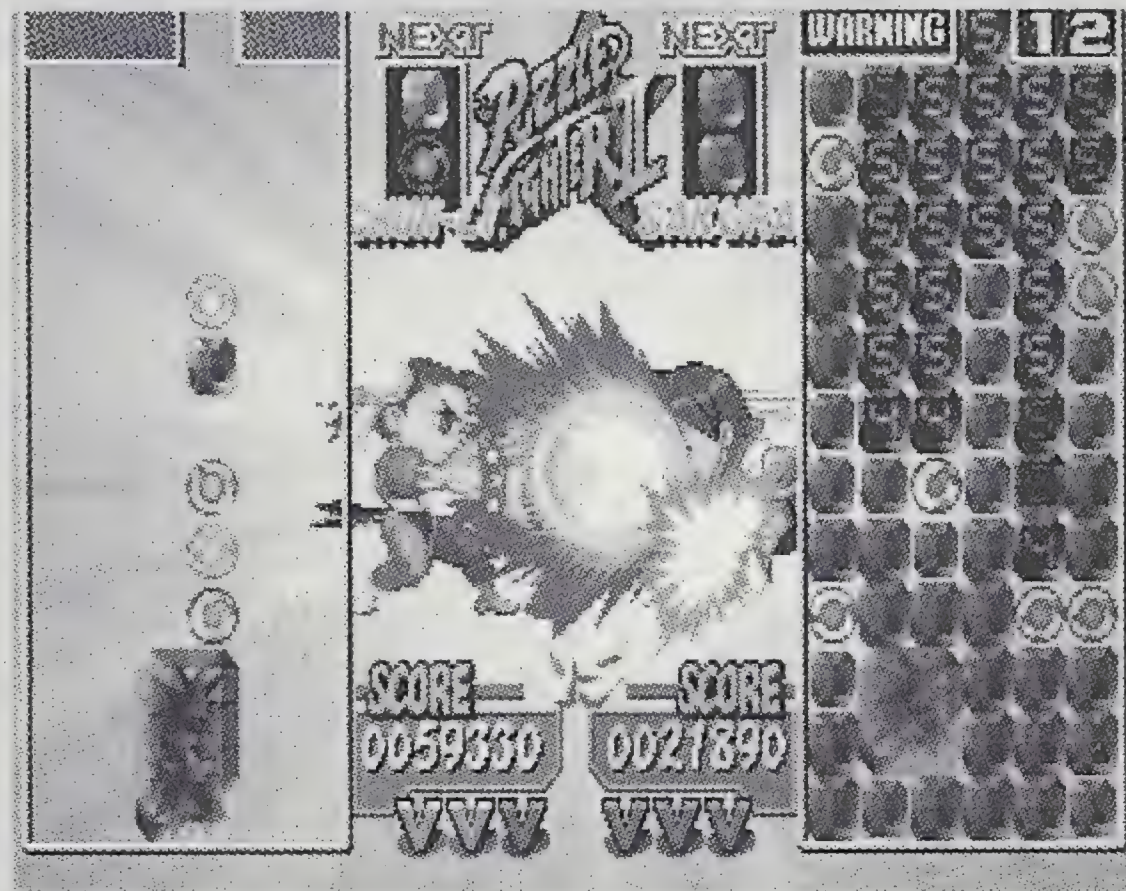
18-23

KYAKU-RETSU-KYAKU (2 HIT)



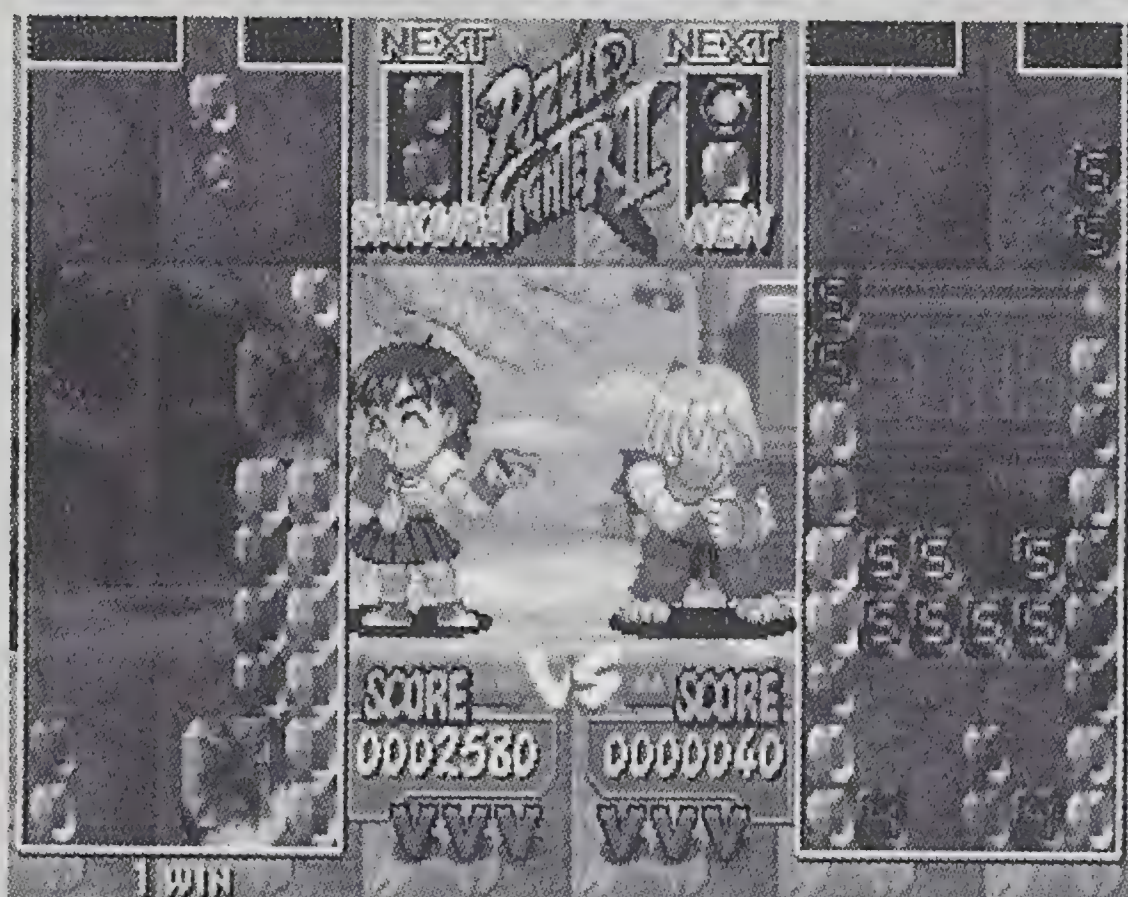
30 AND UP

KIKOSHO (10 HIT)



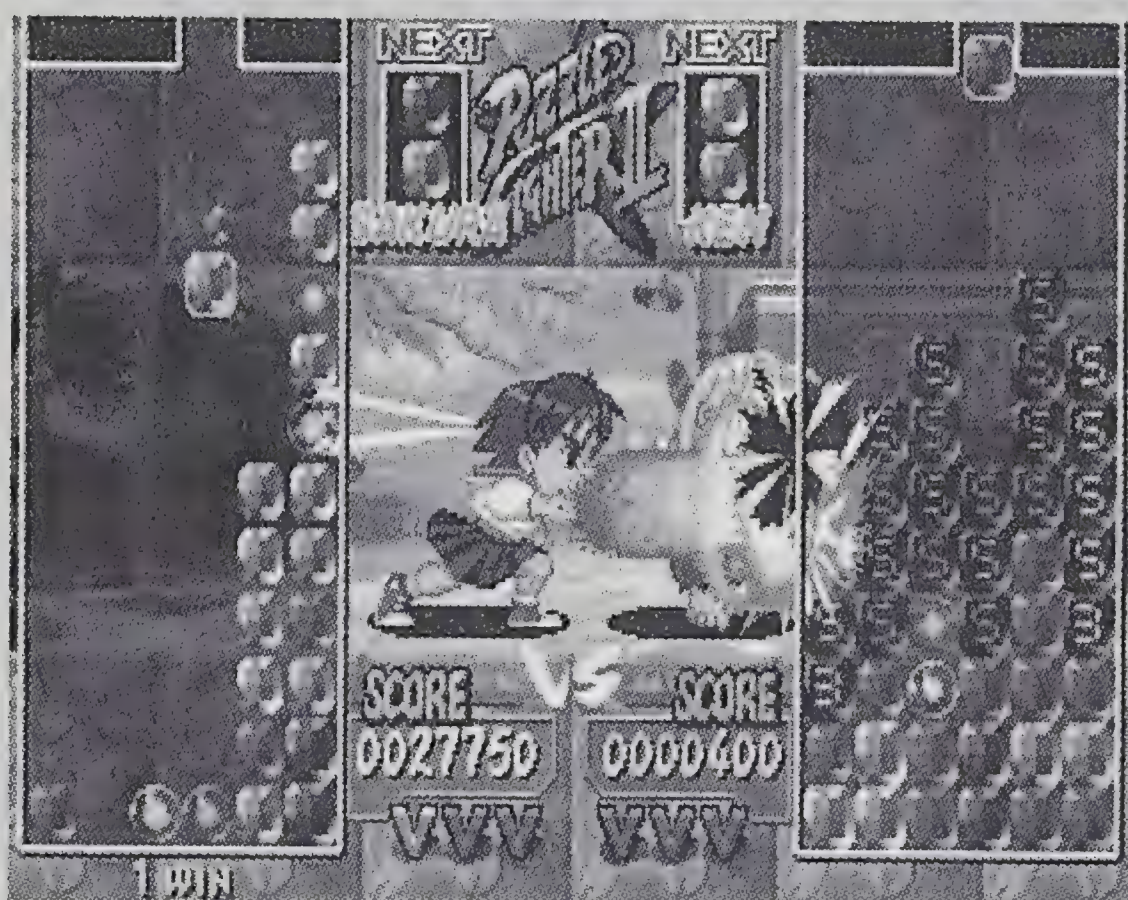
1-11

TAUNT



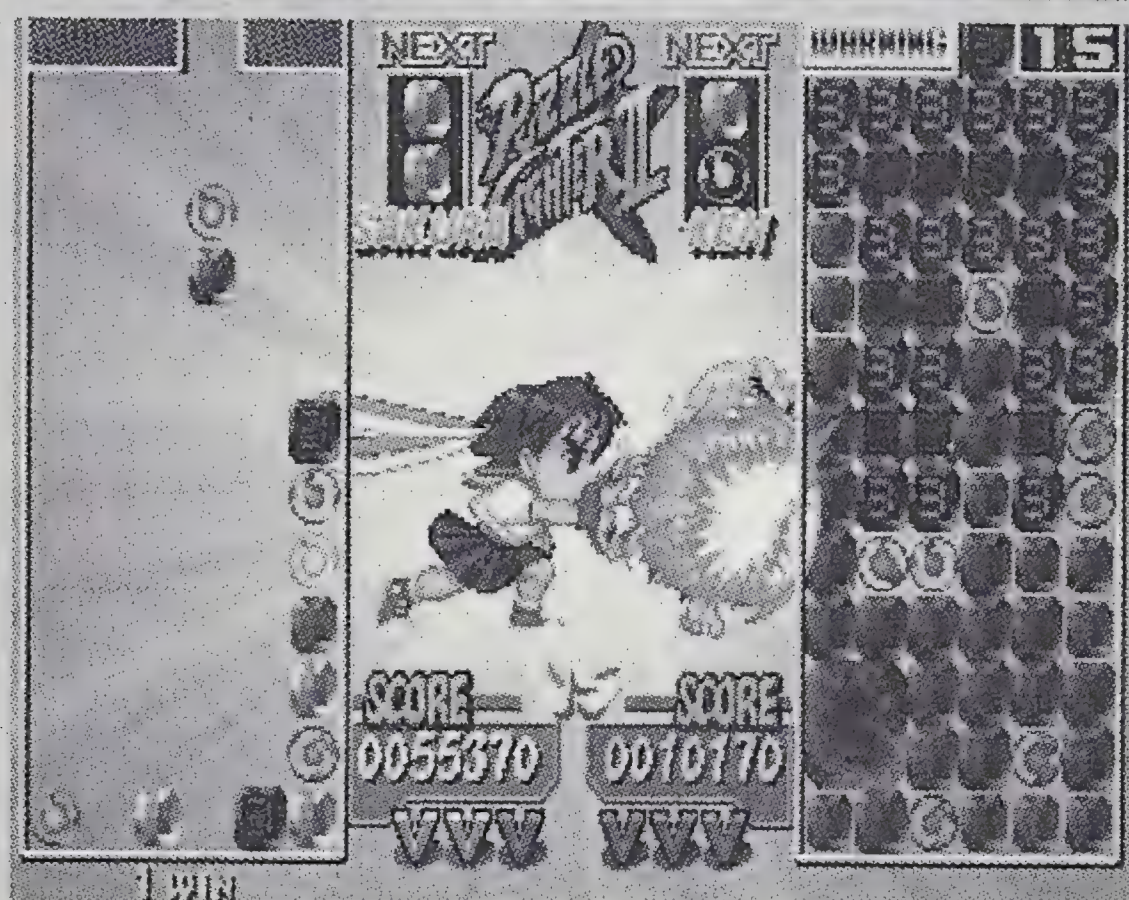
12-17

HADOKEN (2 HIT)



30 AND UP

SHINKU-HADOKEN (5 HIT)



THE PUZZLE WARRIORS SAKURA

Sakura has super athletic talent and a good sense of martial arts. Only a high school student, she hears that her idol, Ryu, has been building mind strength so she begins training as well. Sakura believes to be competitive she must keep up with Ryu.

Drop Pattern:

G	B	B	B	B	Y
G	R	R	R	R	Y
G	B	B	B	B	Y
G	R	R	R	R	Y



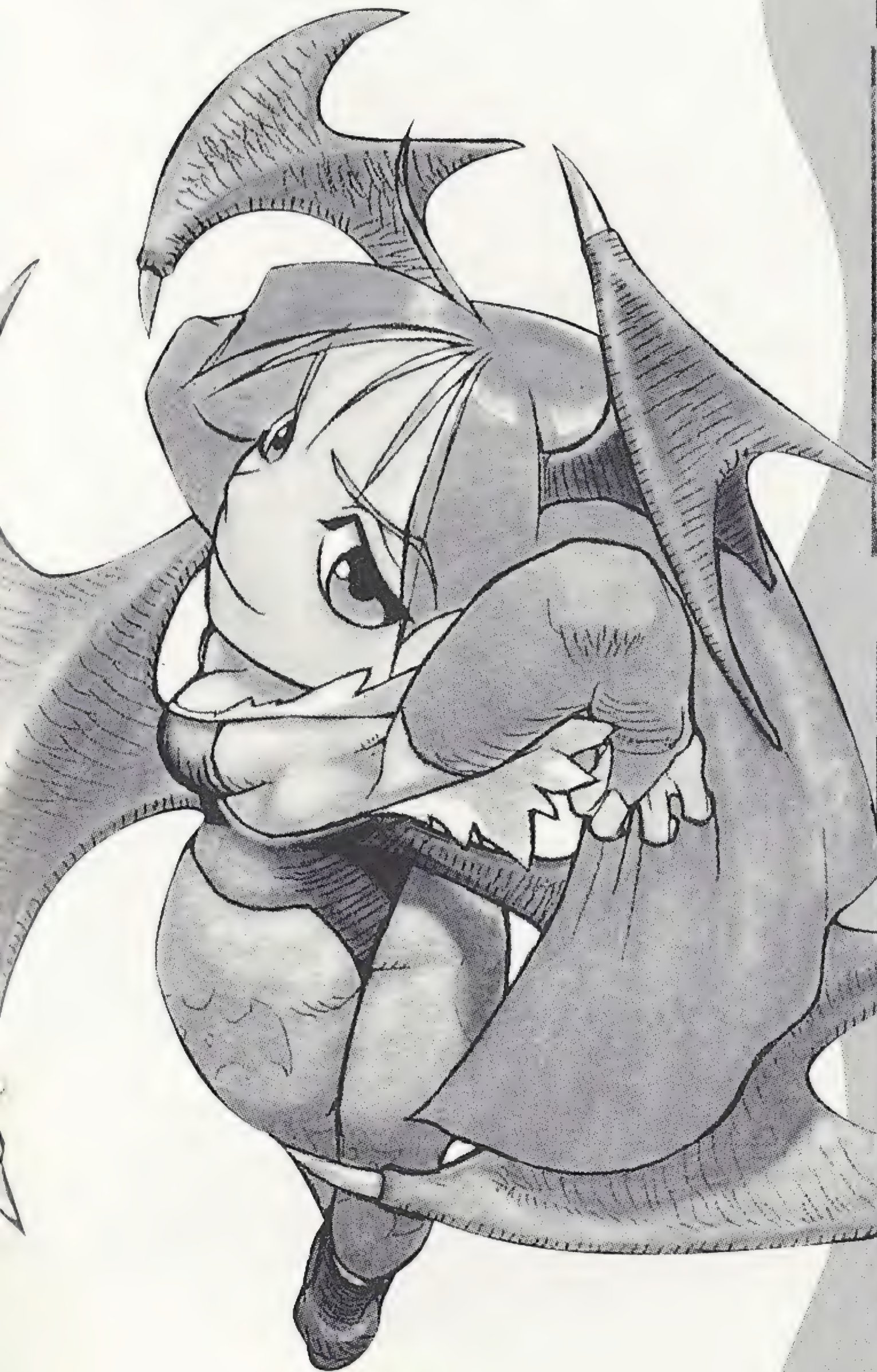
THE PUZZLE WARRIORS

MORRIGAN

She is a beautiful yet moody succubus who fell from above into the human world to seek a confrontation. Morrigan escaped the demon world to look for a new opponent and challenge their mind. Can Morrigan find an opponent to satisfy her longing for a good night fight?

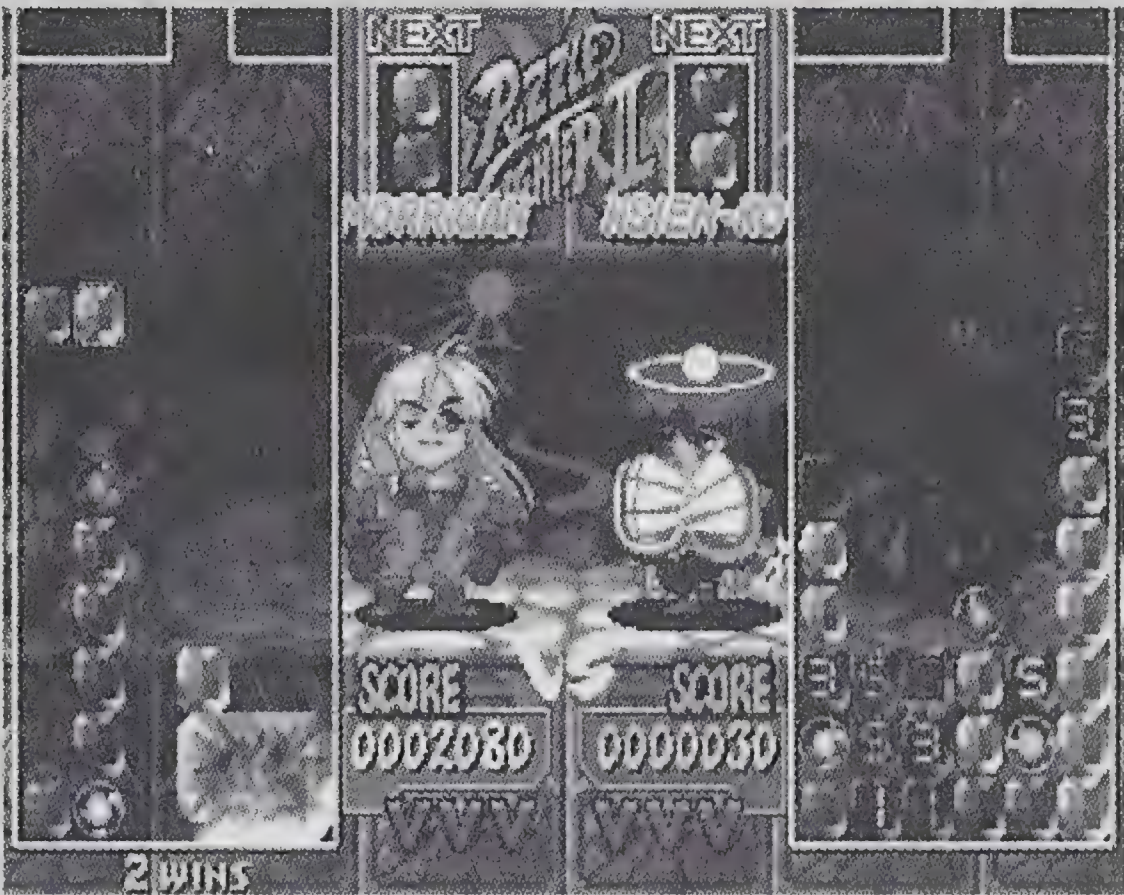
Drop Pattern:

Y	B	G	G	B	Y
Y	B	G	G	B	Y
B	Y	R	R	Y	B
B	Y	R	R	Y	B



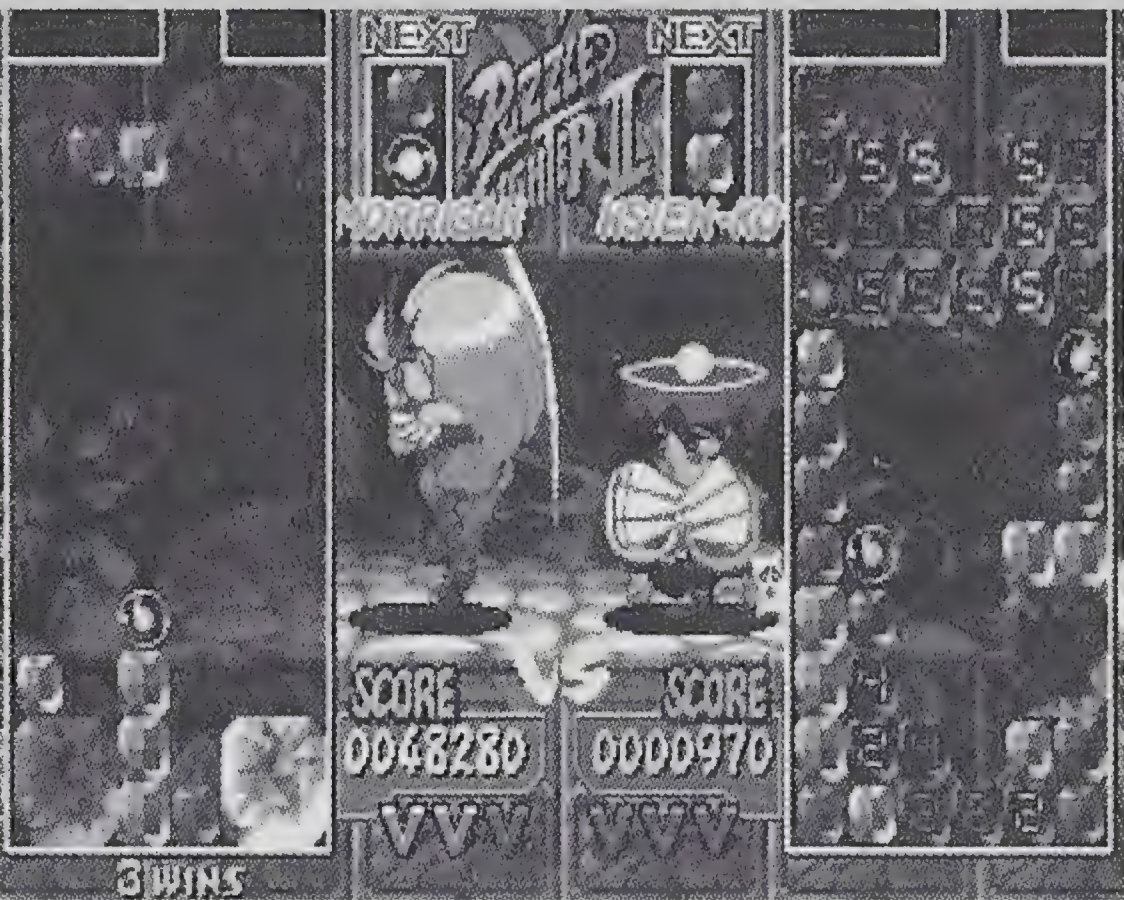
1-11

TAUNT



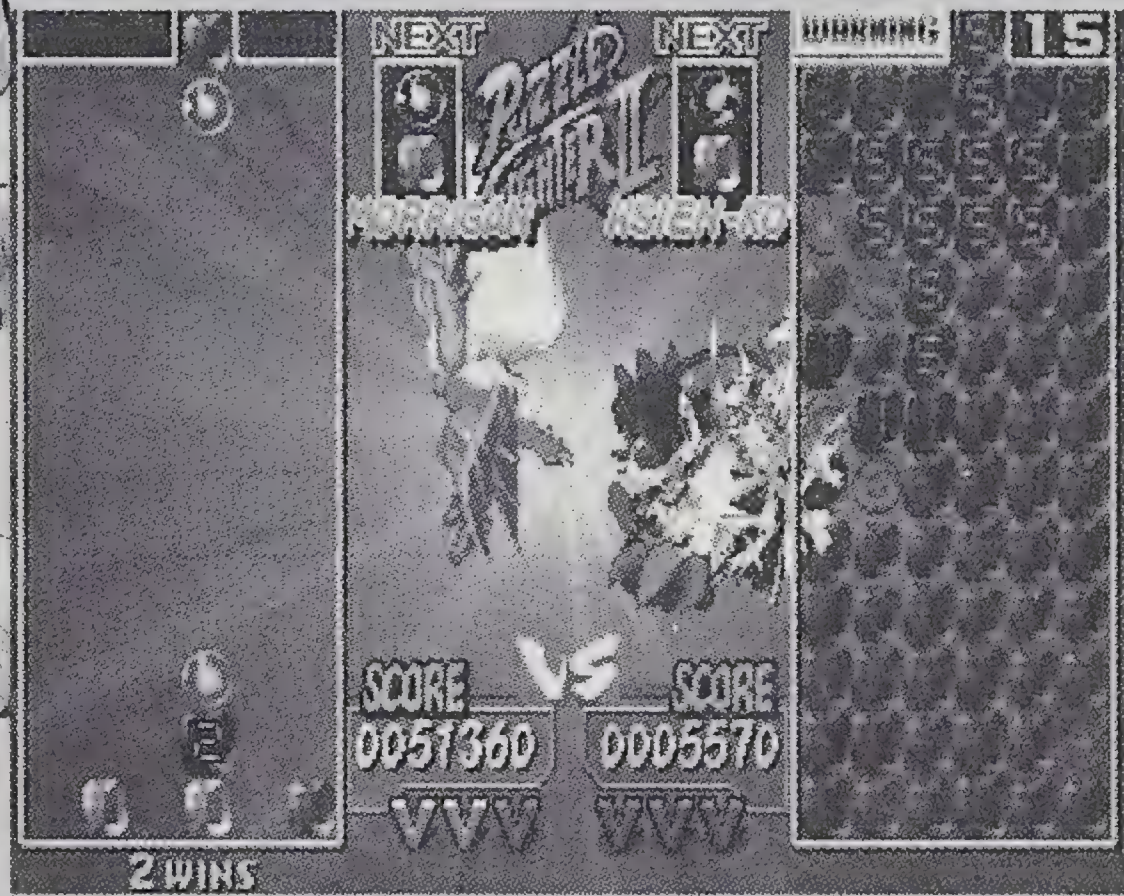
18-23

SHADOW BLADE (3 HIT)



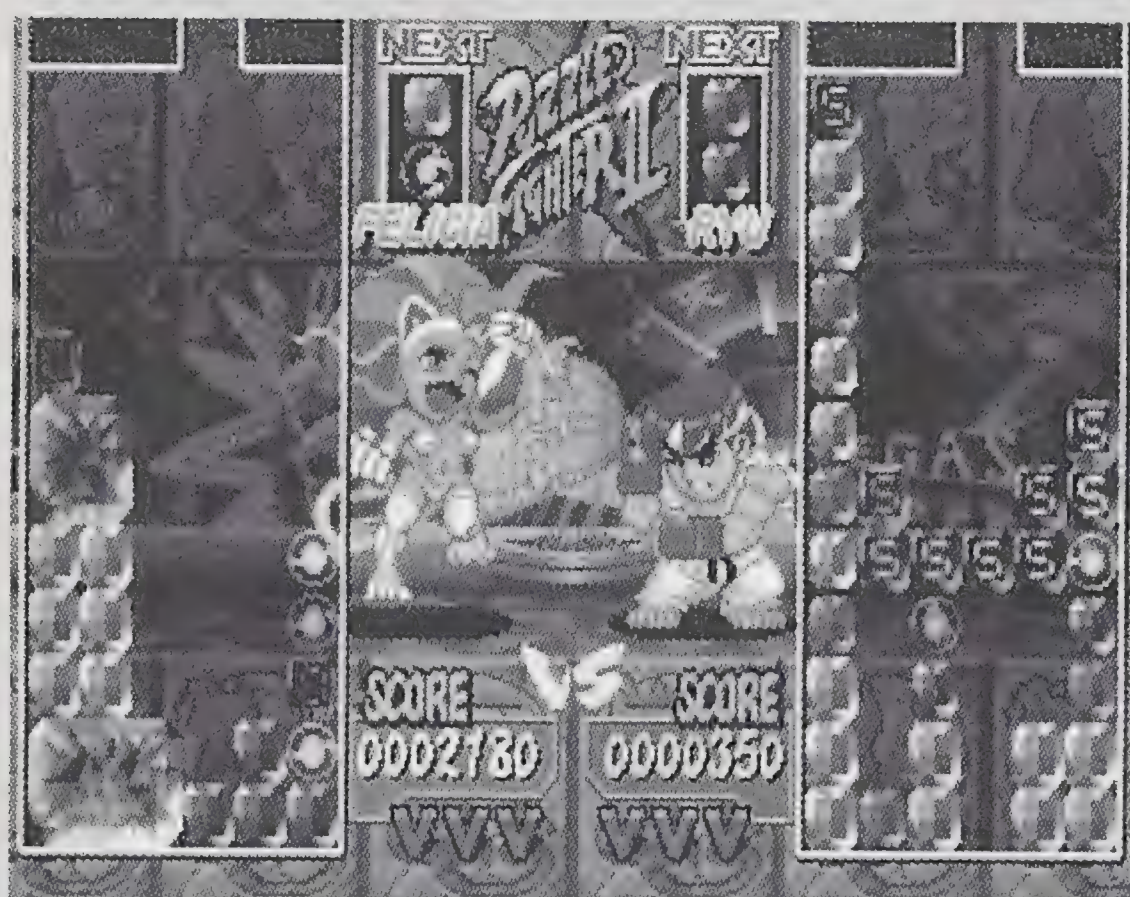
30 AND UP

ENHANCED SPECIAL SHADOW BLADE (6 HIT)



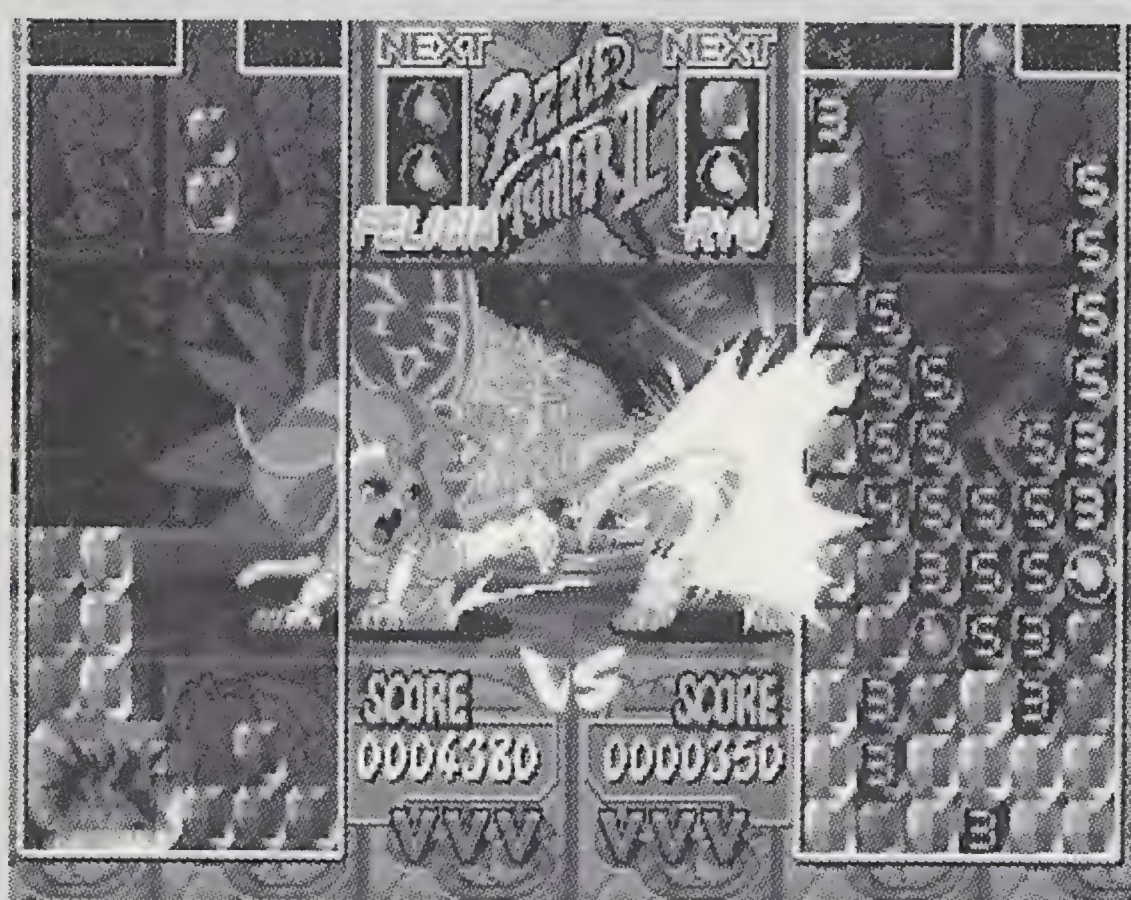
1-11

TAUNT



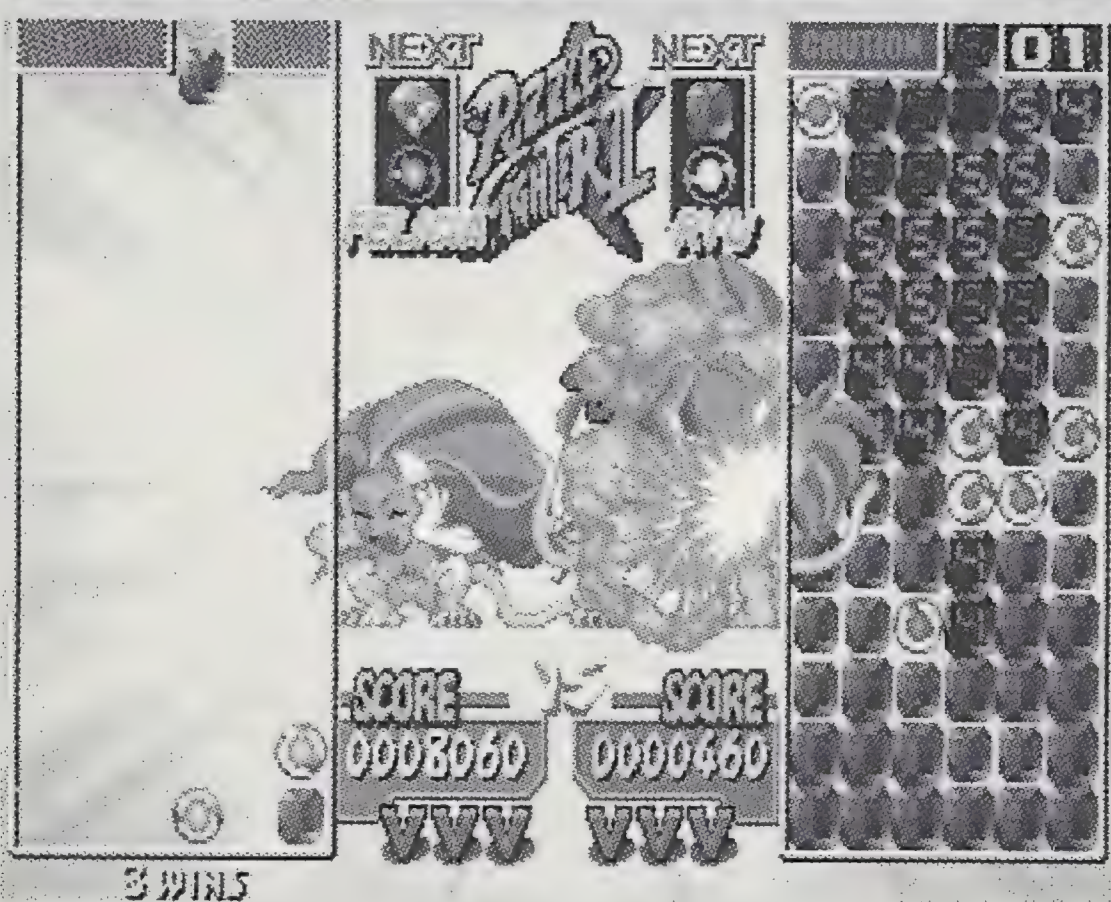
12-17

LITTERBOX KICK (2 HIT)



30 AND UP

CAT SCRATCH FEVER (8 HIT)



THE PUZZLE WARRIORS FELICIA

Felicia is a friendly cat woman who wants to be a musical star. She knows that becoming a popular star takes talent and intelligence. Talent comes naturally to Felicia, but she enters the Puzzle War to build her mental abilities.

Drop Pattern:

G	B	B	R	R	Y
G	B	B	R	R	Y
G	R	R	B	B	Y
G	R	R	B	B	Y



THE PUZZLE WARRIORS
HSIEN-KO

Hsien-Ko and her sister made a pact after their lives were taken by the Darkstalkers. One would free the spirit of their mother while the other would avenge themselves against the powers of the night by destroying the Darkstalkers wherever they may roam. Beware the Chinese ghosts!

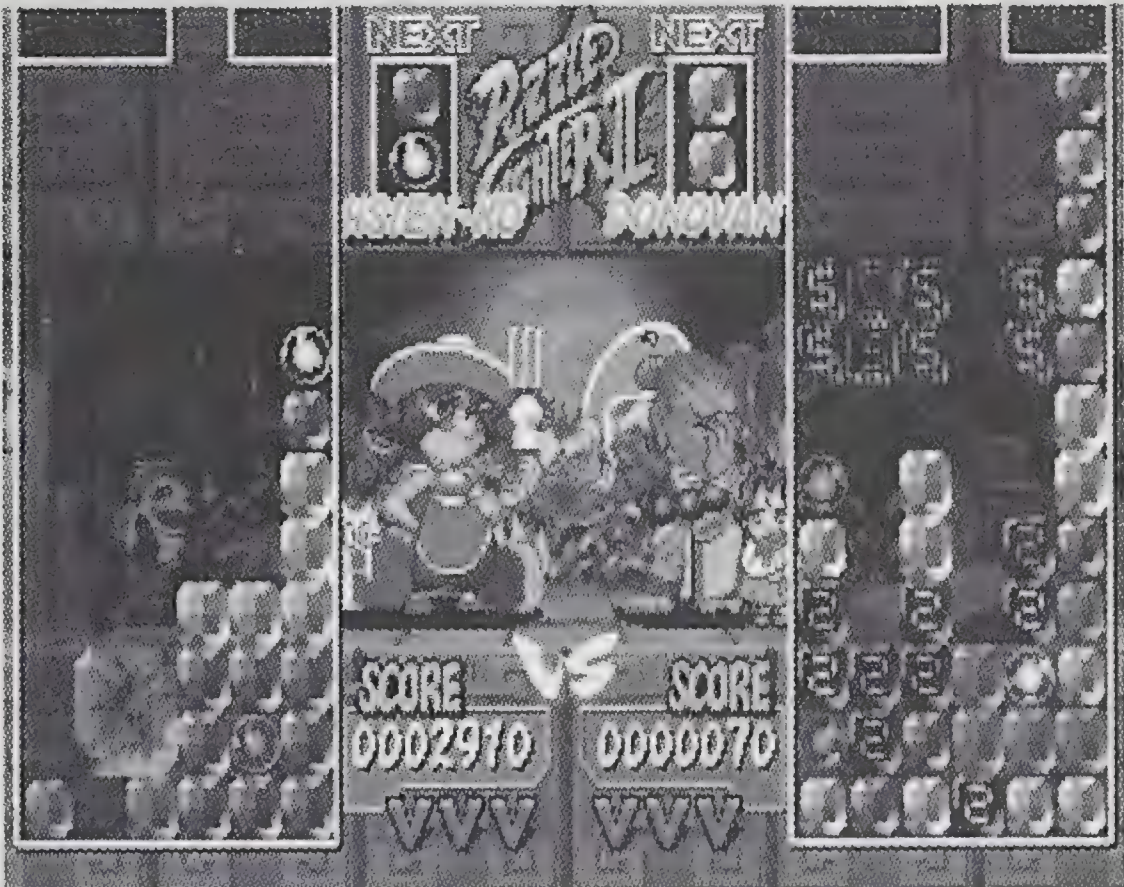
Drop Pattern:

G	G	R	R	Y	Y
B	G	G	R	R	Y
B	B	G	G	R	R
Y	B	B	G	G	R



1-11

TAUNT



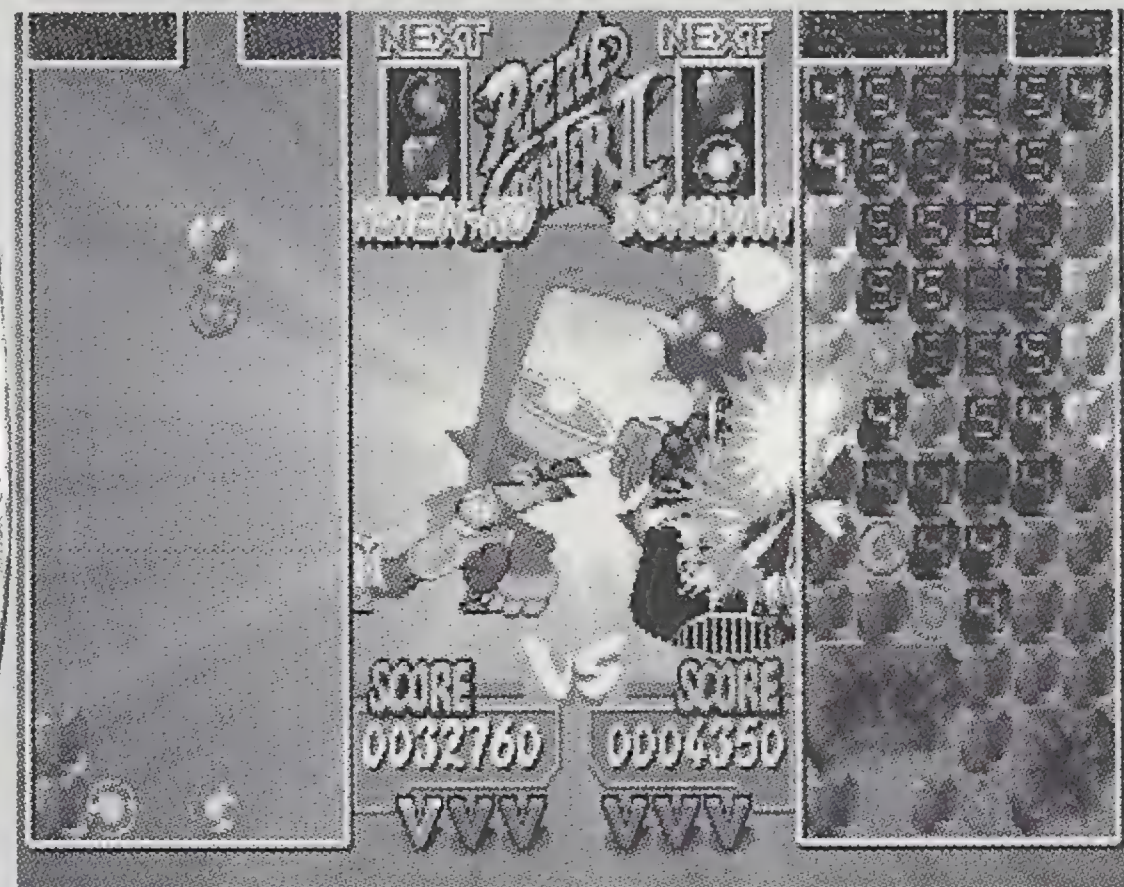
12-17

GROUND GHOST BLADE (2 HIT)



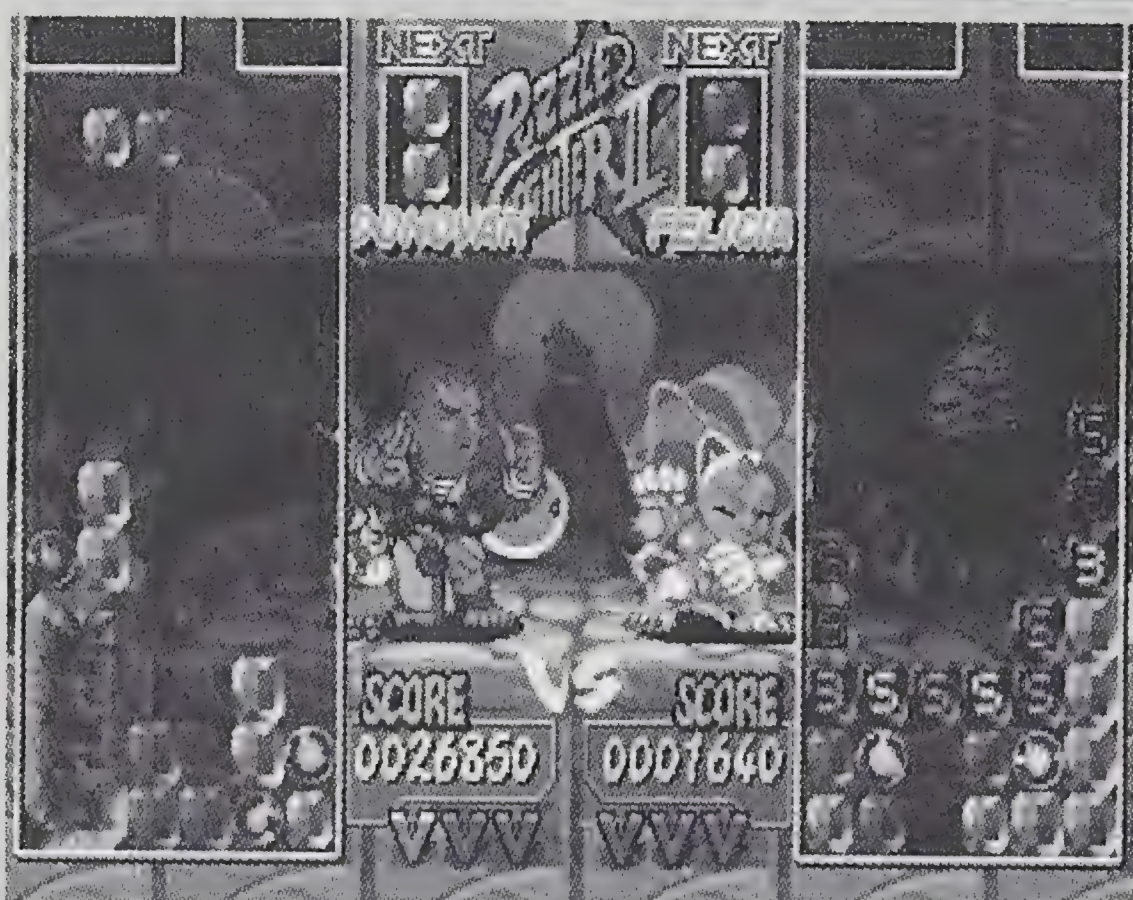
30 AND UP

IRON RAIN (7 HIT)



1-11

TAUNT



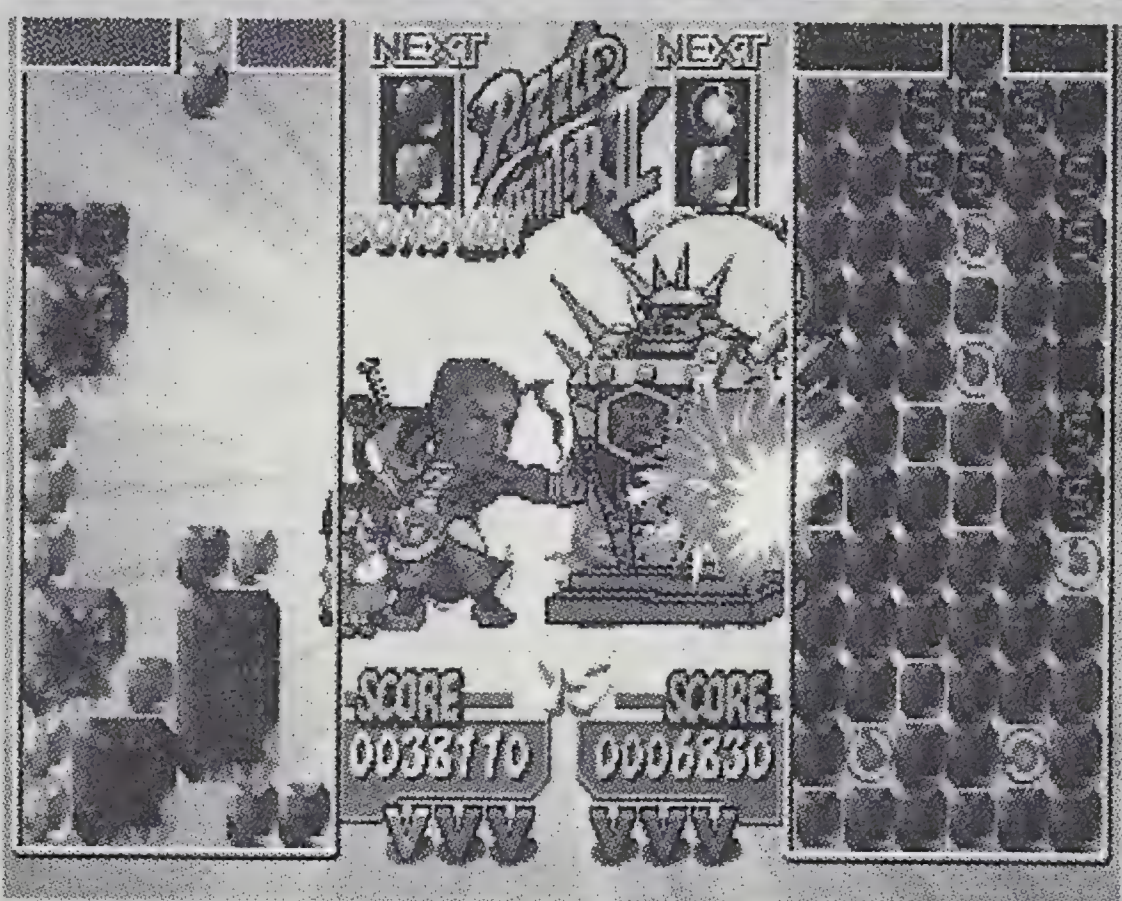
12-17

SWORD GRAPPLE (2 HIT)



30 AND UP

SPIRIT CRUSHER (7 HIT)



THE PUZZLE WARRIORS DONOVAN

Donovan is the lonely Dark Hunter who lives for Anita, a young orphan who can detect the whereabouts of the Darkstalkers. Donovan trails the Darkstalkers seeking revenge for Anita's parents who perished at the hands of the Darkstalkers. Donovan believes this emotionless child holds the key to his destiny.

Drop Pattern:

G	G	G	B	B	B
G	G	G	B	B	B
R	Y	R	Y	R	Y
R	Y	R	Y	R	Y



This image shows a single page of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no text or other markings on the paper.

AVAILABLE FROM CAPCOM

...T-SHIRTS...STRATEGY GUIDES...AND MORE...

T-Shirts

- | | |
|--|---------|
| <input type="checkbox"/> Resident Evil | \$15.95 |
| <input type="checkbox"/> Street Fighter Alpha | \$14.95 |
| <input type="checkbox"/> Buster Bros. | \$14.95 |
| <input type="checkbox"/> Street Fighter Alpha 2 | \$14.95 |
| <input type="checkbox"/> Star Gladiator | \$14.95 |
| <input type="checkbox"/> Super Puzzle Fighter II | \$14.95 |

- | | |
|----------------------------|-----------------------------|
| <input type="checkbox"/> L | <input type="checkbox"/> XL |
| <input type="checkbox"/> L | <input type="checkbox"/> XL |
| <input type="checkbox"/> L | <input type="checkbox"/> XL |
| <input type="checkbox"/> L | <input type="checkbox"/> XL |
| <input type="checkbox"/> L | <input type="checkbox"/> XL |
| <input type="checkbox"/> L | <input type="checkbox"/> XL |



Street Fighter Alpha 2 back of T

Strategy Guides

- | | |
|---|---------|
| <input type="checkbox"/> Street Fighter Alpha 2 | \$15.95 |
| <input type="checkbox"/> Breath of Fire II | \$17.95 |
| <input type="checkbox"/> Darkstalkers | \$13.95 |
| <input type="checkbox"/> Night Warriors | \$13.95 |
| <input type="checkbox"/> Star Gladiator | \$15.95 |

And More...

- | | |
|---|---------|
| <input type="checkbox"/> Leather Backpack | \$60.00 |
|---|---------|
- (capcom logo on flap)



Star Gladiator Back of T



Resident Evil Back of T



Buster Bros. Front of T

Street Fighter Alpha back of T



Super Puzzle Fighter II Back of T

SEND CHECK OR MONEY ORDER TO:
CAPCOM ENTERTAINMENT, INC.
475 OAKMEAD PARKWAY SUNNYVALE,
CA 94086

VISIT OUR WEBSITE FOR
MORE MERCHANDISE
[HTTP://WWW.CAPCOM.COM](http://www.capcom.com)
OR CALL 408.774.0400 WITH
QUESTIONS OR TO ORDER BY
CREDIT CARD

FIRST NAME

LAST NAME

ADDRESS

APT. #

CITY

STATE

ZIP CODE

PHONE: DAY

EVENING

METHOD OF PAYMENT: ☐ CHECK

☐ MONEY ORDER

☐ MASTERCARD

☐ VISA

CREDIT CARD ACCOUNT NUMBER

EXP. DATE

(REQUIRED TO PROCESS ORDER)

CARDHOLDER SIGNATURE

*Prices Include Shipping/Handling. U.S. Funds Only. CA residents add 7.75% sales tax.
(For delivery to Canada add \$1.00) Allow 4-6 Weeks For Delivery. While supplies last.

THIS OFFER NOT SPONSORED BY SEGA



CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
Sunnyvale, CA 94086

90-Day Limited Warranty

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Saturn CD-ROM ("CD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the CD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will provide you with a Return Merchandise Authorization number. Simply record this number on the outside of your shipping package, and return the entire CD-ROM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the CD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may provide you with a Return Merchandise Authorization number. You may then record this number on the outside of your shipping package and return the

defective CD-ROM freight prepaid at your own risk of damage or delivery to CAPCOM, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM certified mail. CAPCOM will replace the CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state or province to province.



Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. ©CAPCOM CO., LTD, 1996, 1997 ALL RIGHTS RESERVED. SUPER PUZZLE FIGHTER 2 TURBO is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD. This game is licensed for use with the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved.